

See
reverse
side for
Instructions



Bill & Ted's **EXCELLENT** adventure™

ATARI®

LYNX™

VIDEO GAME CARD • CARTE DE JEU

1 TO 2 PLAYERS
LYNX

ATARI®



Most Bogus, dude! Now how do we finish our most excellent musical score and make Wyld Stallyns famous?

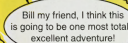


Greetings my most excellent friends. The Grim Reaper has kidnapped Joanna and Elizabeth to keep them from finishing your musical score.

Yeah, Bill,
but how?



You must use the circuits of time! The princesses are smart. They've marked the Reaper's trail with notes from the Wyld Stallions' score. They've also scattered pages from my phone book throughout time so you will know where to go. But you must hurry.



Bill my friend, I think this is going to be one most total excellent adventure!

Yeah, Ted
my friend. Later
Rufus!

PLAYING THE GAME

1. Insert the Bill and Ted's Excellent Adventure game card. If two dudes or dudettes are playing, use the Comlynx cable and insert a card in each Lynx. Turn on your Lynxes.
2. Press **A** or **B** to totally clear the Title screen. The Player Selection screen appears. Select either Bill or Ted, and press **A** or **B**. In a two-player game, Bill and Ted must work together. In a one-player game, the character you choose will complete each world as his friend guards the phone booth.



3. Press **A** or **B** again. The Play Game screen appears. Select New Game to start fresh, or select Old Game and enter the correct password to resume a previous game.
4. Press **A** or **B** to begin the game.

When the game begins, Bill and Ted's phone booth lands in Ancient Egypt.



Bill and Ted must travel through several places and times to rescue the royal babes from Medieval England. Along the way, they must search for musical notes and phone book pages.



They must also learn to use time paradoxes and musical instruments as they attempt to solve complex puzzles and avoid defeat by dangerous forces. By solving mazes, picking up special items, interacting with people from different times, and avoiding dangerous guardians, Bill and Ted can find all the notes to their musical score. More important, they'll get vital clues to help them locate Joanna and Elizabeth. *(In a two-player game, both players can play separate instruments. Sometimes, this is very useful.)*

Notes are hidden in groups of sixteen. Bill and Ted must find each note in the set before they can go on. When the last note is found, our most triumphant heroes will gain access to areas that require musical knowledge to enter. Other times, the final note may reveal a page to the phone book. Bill and Ted cannot travel to any area without first finding the correct phone number.

When in the phone booth, you can press **A** to see a list of possible time periods. Select one to go to with the **A** button as well.



"WHOA!"

What's six times sixteen, dude?

Whoa, I dunno
dude. Should've stayed awake
in old man Steven's
math class!



Bill and Ted must also find special objects in each world. These objects will usually help solve a problem somewhere in the game, often in a totally different world. For example, the characters may find a way cool ankh hidden somewhere in Egypt that will allow them to complete a gnarly puzzle in another time or place. Without this ankh, they will not be able to solve the puzzle and continue to the next world.



Musical instruments have other uses as well. For example, Bill and Ted may meet an ancient Roman who asks them to find a specific instrument. If they can find the instrument and return it to the character they will probably receive some kind of reward.

Sometimes, Bill and Ted must take advantage of their ability to travel back and forth through time. For example, somewhere in the game they may find an object which they must return to the same place, but in a different time. If they forget to return the object, they may not remember to do something they have to do later. Or earlier. Whatever.

Alright, Ted! Did you put it behind the statue?

Yeah, Bill. Don't let me forget to look for it when we get here 200 years ago!

INVENTORY

GUITAR
78 NOTES
SCARE STONE
HARP
FLUTE
BLUE KEY
WHITE KEY
-- MORE --

Bill and Ted may need an extra speed boost to get through certain mazes or to escape from various enemies. Press the **B** button while moving in any direction to make your character run. Be careful, though; it's harder to control your character when he's running as fast as he can. Who knows what he might run into?

RESUMING A GAME

Bill and Ted's Excellent Adventure is a complex game that cannot be solved in a very short time. The game contains a special password feature that allows players to quit a game, then resume again where they left off. To view the current password, press **A** to see the inventory screen, then press **A** again. The status screen appears, showing the current score and the password. Write the password down. When you're ready to start again, start the game as usual. When you get to the Play Game screen, select Old Game, then enter the password you wrote down. The game begins close to where you left off, with all the items you originally had.

STRATEGY

Listen dudes. You have to know how many notes to find. Learn to count by sixteens, or at least write the numbers down. You know, like 16, 32, 48, and, uh, well, you know, whatever comes next.

Yeah. And if you get in a jam with wild animals, try all your instruments. One of them may totally soothe the savage beasts.

Some people in the different places are way cool. You know, they'll like help you out and give you hints and stuff. But other dudes...whoa. Look out.

One more thing.
Thinking in time can get confusing. I mean, like you might start out in the future then go to the past before you can get something to help you in a different future. Whoa. See what I mean?